

# The Alphabet Game™

## Rules

### Contents

Game Board, Enclosed Spinning Wheel with Ball, 42 Alphabet Cards, 4 Pawns

### Set Up

- Remove the clear cover over the game and save it to cover the game when finished playing. DO NOT remove the clear cover over the spinner that protects your child from small parts.
- Each player selects a playing piece and places it at START.
- Separate and shuffle the cards after removing any blank cards that may later be used to replace cards lost. Place the shuffled cards face down in the pocket marked DRAW.

### Play

- The youngest player goes first by spinning the center spinner.
- If the ball lands on a COLOR space (Red, Blue, Yellow), you move your playing piece to the next letter, moving clockwise, having that color surrounding it. The same space can be shared by more than one player.
- If the ball on the wheel lands on a SWITCH space, you may trade places with any other player on the board. You may choose NOT to switch, and then your turn is over and play passes to the left.
- If the ball lands on a DRAW space, you draw a card from the top of the deck and place it face up in the pocket marked DISCARD and move accordingly (See DRAW CARDS).

### Draw Cards

- SWITCH CARDS—you may choose to trade places with any player on the board (the same as spinning a SWITCH).
- COLOR FEET CARDS—you move your playing piece ahead to the next letter with the surrounding color shown on the card. The number of feet determines how many spaces of that color you move ahead. Example: A card with two blue feet moves you ahead two blue spaces.
- LETTER CARDS—when a letter card is drawn, the color surrounding that letter on the game board determines what happens:
  - If the color surrounding that letter on the game board is RED, you move your playing piece to that letter space on the game board, even if it moves you backwards.
  - If the color surrounding that letter on the game board is BLUE or YELLOW, all player(s) occupying that space on the game board move their playing pieces back to START. If no player occupies that space, your turn ends without moving and play passes to the next player.

- After each player's turn is complete, next player to the left (clockwise) takes their turn by spinning the wheel.

### **Winning**

The first player to complete the Alphabet by reaching the FINISH space is the winner. The FINISH space is surrounded by Red, Blue and Yellow, therefore a player can reach the FINISH space by spinning a COLOR on the wheel or by drawing a COLOR FEET CARD.

### **Variations**

- To help build your child's alphabet awareness and verbal skills, have them say the letter and/or the object when drawing a card or moving to a letter space.
- After your child has mastered the alphabet, have each player name an object other than shown on the game board that begins with the letter drawn or when moving to each letter space.



We want your comments about our games, puzzles, and toys. Contact us at:

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